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1 [ITS: a tool for rapidly developing interactive applications](#)

Charles Wiecha, William Bennett, Stephen Boies, John Gould, Sharon Greene
July 1990

ACM Transactions on Information Systems (TOIS), Volume 8 Issue 3

Full text available: pdf(2.61 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The ITS architecture separates applications into four layers. The action layer implements back-end user interface, independent of its style. Content specifies the objects included in each frame of the application. The style rule layer defines the presentation and behavior of a frame.

2 [Model-driven development of Web applications: the AutoWeb system](#)

Piero Fraternali, Paolo Paolini
October 2000

ACM Transactions on Information Systems (TOIS), Volume 18 Issue 4

Full text available: pdf(6.94 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This paper describes a methodology for the development of WWW applications and a tool environment. The development environment is based upon models and techniques already used in the hybrid development environment. The foundation of the proposal is the conceptual design of the application. The specification of structure, navigation, and behavior is based upon the design of the application.

Keywords: HTML, WWW, application, development, intranet, modeling

3 [Demonstrational and constraint-based techniques for pictorially specifying application objects](#)

Brad Vander Zanden, Brad A. Myers
December 1995

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 2 Issue 4

Full text available: pdf(3.70 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The Lapidary interface design tool is a demonstrational system that allows the graphics and run-time interaction to be specified pictorially. In particular, Lapidary allows the designer to draw example pictures of application-specific objects, such as boxes, arrows, or elements of a list, the feedback that shows which objects are selected (such as a list of objects).

Keywords: direct manipulation, interaction, interaction techniques, object-oriented design, programming

4 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren
November 1997

Proceedings of the 1997 conference of the Centre for Advanced Studies on

Full text available: pdf(4.21 MB)


Additional Information: [full citation](#), [abstract](#), [referer](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on proc of the execution of the application. The visualization tool we use is Poet, an event tracer develop often very complex and do not provide the user with the desired overview of the application. In o trivial commun ...

5 Generating user interfaces: principles and use of it style rules

Charles Wiecha, Stephen Boies

August 1990 **Proceedings of the 3rd annual ACM SIGGRAPH symposium on User interface s**

Full text available:  pdf(1.13 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Innovative Document Systems: Mobile agent-based compound documents

Ichiro Satoh

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Full text available:  pdf(567.68 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This paper presents a mobile agent-based framework for building mobile compound document, w migrate itself over a network as a whole, with all its embedded agents. The key of this framework multiple mobile agents to be combined into a single mobile agent. The framework also provides s components embedded in a compou ...

7 A molecular architecture for creating advanced GUIs

Eric Lecolinet

November 2003 **Proceedings of the 16th annual ACM symposium on User interface softwai**

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This paper presents a new GUI architecture for creating advanced interfaces. This model is based provide capabilities for implementing information visualization techniques such as magic lenses, t makes it possible to create multiple views and application-sharing systems (by sharing views on r handle bimanual in ...

Keywords: GUI architectures, GUI toolkits, Ubit, ZUIs, bi-manual interaction, brickgets, declarat

8 Constraint cascading style sheets for the Web

Greg J. Badros, Alan Borning, Kim Marriott, Peter Stuckey

November 1999 **Proceedings of the 12th annual ACM symposium on User interface softwai**

Full text available:  pdf(121.80 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Cascading Style Sheets have been introduced by the W3C as a mechanism for controlling the app constraints provide a powerful unifying formalism for declaratively understanding and specifying s and declaratively specify complex behavior such as inheritance of properties and cascading of con based style ...

Keywords: CCSS, CSS, Cassowary, HTML, cascading style sheets, constraints, page layout, style

9 Developing a GUIDE using object-oriented programming

Joseph A. Konstan, Lawrence A. Rowe

November 1991 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented progr**

Full text available:  pdf(1.91 MB)


Additional Information: [full citation](#), [references](#), [citi](#)

10 XXL: a dual approach for building user interfaces

Eric Lecolinet

November 1996

Proceedings of the 9th annual ACM symposium on User interface software

Full text available:  pdf(1.96 MB)

Additional Information: [full citation](#), [references](#), [index ten](#)


Keywords: distributed interfaces, interface builders, iterative development, scripting languages,

11 Unidraw: a framework for building domain-specific graphical editors

John M. Vlissides, Mark A. Linton

July 1990

ACM Transactions on Information Systems (TOIS), Volume 8 Issue 3

Full text available:  pdf(2.52 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Unidraw is a framework for creating graphical editors in domains such as technical and artistic dra architecture simplifies the construction of these editors by proving programming abstractions that abstractions: components define operations on components, and external representations define

12 The continuous zoom: a constrained fisheye technique for viewing and navigating large infor

Lyn Bartram, Albert Ho, John Dill, Frank Henigman

December 1995

Proceedings of the 8th annual ACM symposium on User interface and softv

Full text available:  pdf(1.02 MB)

Additional Information: [full citation](#), [references](#), [citing](#)

Keywords: fisheye view, graphical user interface, hierarchical network, information space, inform

13 Transformations on a dialog tree: rule-based mapping of content to style

W. E. Bennett, S. J. Boies, J. D. Gould, S. L. Greene, C. F. Wiecha

November 1989

Proceedings of the 2nd annual ACM SIGGRAPH symposium on User interface

Full text available:  pdf(1.00 MB)

Additional Information: [full citation](#), [references](#), [citing](#), [index](#)

14 The X window system

Robert W. Scheifler, Jim Gettys

April 1986

ACM Transactions on Graphics (TOG), Volume 5 Issue 2

Full text available:  pdf(2.76 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

An overview of the X Window System is presented, focusing on the system substrate and the low desktop. The system provides high-performance, high-level, device-independent graphics. A hiera application and user interfaces to be built easily. Network-transparent access to the display provic significantly affec ...

15 Programming languages as operating systems (or revenge of the son of the lisp machine)

Matthew Flatt, Robert Bruce Findler, Shriram Krishnamurthi, Matthias Felleisen

September 1999

ACM SIGPLAN Notices , Proceedings of the fourth ACM SIGPLAN internatic

Full text available:  pdf(1.30 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The MrEd virtual machine serves both as the implementation platform for the DrScheme program executing expressions and programs entered into DrScheme's read-eval-print loop. We describe t programming environment, and we step through the implementation of a miniature version of Dr high-level operating system for graphical prog ...

16 The Desert environment

Steven P. Reiss
October 1999

ACM Transactions on Software Engineering and Methodology (TOSEM), Vol

Full text available:  pdf(868.64 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The Desert software engineering environment is a suite of tools developed to enhance programming in an inexpensive form of data integration to provide additional tool capabilities and information sharing semantic feedback and to integrate different types of software artifacts, and builds virtual files on extensible ...

Keywords: integrated programming environments, program editors

17 Generating highly interactive user interfaces

C. Wiecha, W. Bennett, S. Boies, J. Gould
March 1989

ACM SIGCHI Bulletin , Proceedings of the SIGCHI conference on Human factors in computing systems
Issue SI

Full text available:  pdf(605.00 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Developers of User Interface Management Systems (UIMS) have demonstrated that separating the design and customization. Interfaces produced in UIMS are typically crafted by designers expert in human factors, however, to capturing the knowledge of such experts so that interfaces might be automatically generated. This paper considers ...

18 QSketcher: an environment for composing music for film

Steven Abrams, Ralph Bellofatto, Robert Fuhrer, Daniel Oppenheim, James Wright, Richard Boulange
October 2002

Proceedings of the fourth conference on Creativity & cognition

Full text available:  pdf(322.66 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

We describe QSketcher, a new environment for composing music for film. The main focus is the system's conception through realization, rather than the order and synchronization of musical fragments within the system, the user environment, and how they relate to one another. Novel aspects of the system are configured to individual users ...

Keywords: HCI, creativity, music composition, music representation, software design

19 Reducing the storage requirements of constraint dataflow graphs

Bradley T. Vander Zanden, Richard L. Halterman
November 1999

Proceedings of the 12th annual ACM symposium on User interface software

Full text available:  pdf(121.10 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Most one-way constraint solvers use directed dataflow graphs to represent the dependencies among variables and require a great deal of storage. These storage costs can help push a large application into virtual memory. Reducing the storage costs of dataflow graphs is therefore an important goal in constraint research. This paper describes solving this problem ...

Keywords: dataflow constraints, one-way, space optimization, user interface toolkits

20 A hierarchy-aware approach to faceted classification of object-oriented components

E. Damiani, M. G. Fugini, C. Bellettini
July 1999

ACM Transactions on Software Engineering and Methodology (TOSEM), Vol

Full text available:  pdf(310.25 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)




This article presents a hierarchy-aware classification schema for object-oriented code, where software components are characterized by their provided services, employed algorithms, and needed data. In the case of a component, the schema is constructed from their model, i.e., from the description of the abstract classes specifying both the component's structure and its behavior ...

Keywords: code analysis, component repositories, component retrieval, software reuse, user feedback

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